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VALENCES KEY TO CLEARING

If you aren't running in the direction of Valences, you aren't clearing.

That is the lesson proved by the recent DC course and by this summer's gathered knowledge.

All summer, indeed spring and summer, I have been working to speed up clearing.

And I have finally cut away a great deal of extraneous data.

It boils to this:

Goals made by a person take the person away from areas he or she doesn't want to be in and therefore does not as-is. Goals are an escape. One must have them. But when one uses them to be where he or she can't stand to be, then goals are an escape.

The basic escape is into another being. Thus one acquires beingnesses to escape.

Therefore Routine 3, as it exists, is the fundamental road to clear.

When you are running anything else except Routine 3, you are not going toward release of valences. Unless you alter a valence, you can do little for a case.

All processes then should be addressed to finding valences.

The fastest road is to find a goal that is a lasting one and then find the valence that matches up with that goal and then run the valence out. This alone changes and improves the pc.

All other processes not addressed to separating valences are addressed to a valence and try to make the valence better. One cannot improve a valence. One must improve the pc not the valence.

Routine 3, used with good technical skill, is the road to clear. There are faster ways to get goals, faster ways to get valences.

But the fundamental is, get the goal, get the valence off. For that valence is the way the pc used to prevent experience of an environment he never as-ised.

Not know, forget, unknown, used in security questions and in assessing are the key to the speed up. But more of that later.

I want lots of clears, not an isolated few.

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LRH:jml:bt

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